For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

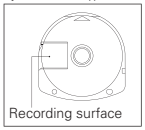
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

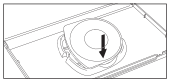
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

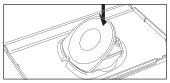
Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.







Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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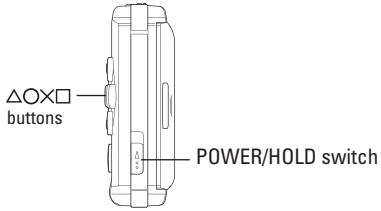
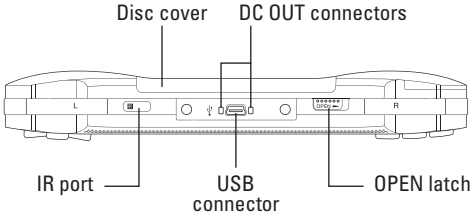
ULUS-10355

GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *NCAA Football 09* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ Button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

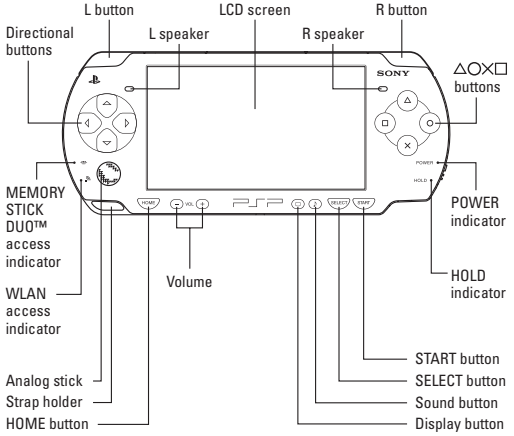
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



COMPLETE CONTROLS

What kind of player are you? With all-new Freshman mode controls, now you have the option to decide for yourself! Play like an All-American with Freshman mode turned ON and enjoy simplified controls, an abbreviated playbook, gameplay assistance, and a game without penalties, or play with the traditional Advanced mode controls as you battle your fiercest rivals in *NCAA® Football 09*.

NOTE: Freshman mode is ON by default, but it can be switched to Advanced mode from the Side/Control Select screen.

NEW FRESHMAN MODE CONTROLS

Whether you're a newcomer to *NCAA Football 09*, going back to the basics, or just eager for a light-hearted game, try the all-new Freshman mode controls. In Freshman mode, all of your main actions are controlled contextually by pressing the ⊗ button at the appropriate time.

Compete against the greatest programs in college football without penalties or a play clock. The complete list of controls is listed below:

BOTH SIDES OF THE BALL	
Move player	Directional button/Analog stick
Dive	◉ button
Pause game	**START** button
Timeout	**L** button + **SELECT** button

OFFENSE	
Action (snap the ball, evade, catch, pitch)	⊗ button
Pass	Analog stick (towards intended receiver) + ⊗ button
Switch to closest receiver (while ball is in flight)	◉ button
Spin	◉ button
Coach Cam (at the line of scrimmage)	
—Show routes	**R** button
—Rotate left/right	Directional button/Analog stick ⬅/➡

NOTE: Continually triggering the Action move will make your player more vulnerable to fumbling, so don't overdo it.

DEFENSE	
Action (tackle, catch, swat, rush move)	⊗ button
Switch player	◉ button

SPECIAL TEAMS	
Kick (kickoff/punt/field goal)	⊗ button
Adjust kick direction	**L** button + Analog stick (in any direction)
Fair catch	⊗ button

ADVANCED CONTROLS

BOTH SIDES OF THE BALL	
Move player	Directional button or Analog stick
Sprint	**R** button
Dive	▣ button
Pause game	**START** button
Timeout	**L** button + **SELECT** button

OFFENSE	
Snap the ball	⊗ button
Bring up receiver icons (Normal Passing mode)	⊗ button
Throw to receiver	▣ button, △ button, ◉ button, **L** button, or ⊗ button (hold for a bullet pass; tap for a lob)
Switch to closest receiver (while ball is in flight)	◉ button
Throw the ball away	**SELECT** button

AT THE LINE OF SCRIMMAGE	
Fake snap	◉ button
Cycle man in motion/Send man in motion	Directional button/Analog stick ⬇ (to select player) + Directional button/Analog stick ⬅/➡
Coach cam	
—Show routes	**R** button
—Rotate left/right	Directional button/Analog stick ⬅/➡
Slide Protection (offensive line only)	**L** button + **R** button + ▣ button + Directional button/Analog stick:
—Bunch together	⬇
—Fan out	⬆
—Shift left/right	⬅/➡

NOTE: Slide Protection lets you make adjustments to your offensive line at the line of scrimmage. Use it to your advantage and adjust accordingly when the defense stacks the line on one side or if a linebacker appears to be blitzing off the edge.

RUNNING WITH THE BALL

ADVANCED CONFIGURATION 1 CONTROLS	
Auto juke	**L** button
Spin	◉ button
Stiff arm/Switch hand	⊗ button

ADVANCED CONFIGURATION 2 CONTROLS	
Charge	**L** button + △ button
Juke left	**L** button + ▣ button
Juke right	**L** button + ◉ button
Stutter step	**L** button + ⊗ button
Spin	◉ button
Stiff arm/Switch hand	⊗ button

NOTE: To change to Advanced Configuration 2, go to Control Options in the Settings menu.

QB OPTION	
Pitch ball	△ button
Fake pitch	**SELECT** button
Hand off to fullback (triple option)	**R** button
QB dive/slide	▣ button
Stiff arm/Switch hand	⊗ button

NOTE: The Option play allows the quarterback to take the ball and run with it before deciding whether to run up field or pitch the ball to a running back. If executed properly, it's a high-risk move that can chew up big yardage and keep the defense off balance.

DEFENSE	
Switch to player closest to the ball	⊙ button
Big hit (available in Advanced Configuration 2 only)	**L** button + ⊗ button
Strafe	⊗ button
Swim/Spin left/right (with linemen only)	⊗ button/**L** button
Intercept	△ button

BEFORE THE SNAP	
Cycle through players	⊙ button
Jump the Snap (available with Advanced Controls only)	⊗ button (right before ball is hiked)
Linebacker shift	**L** button + **R** button + ⊗ button + Directional button in any direction
Line shift	**L** button + **R** button + ▣ button + Directional button in any direction

NOTE: Jump the Snap is the ultimate risk/reward on defense. If you time it right, you can burst through the line and make a big tackle in the backfield. Jump too early, and you go offside and get a 5-yard penalty. Jump too late and the offensive lineman will manhandle you.

NOTE: When defending field goals and punts, press the △ button to switch into third-person perspective. It gives you a different view as you burst through the line and attempt a momentum-changing block.

KICKING GAME

KICKING OFF/PATS/PUNTS/FIELD GOALS	
Adjust power/direction	**L** button (push and hold) + Analog stick to adjust direction, then Analog stick ↓ until power is desired, then Analog stick ↑
Onside kick	Analog stick/Directional button ↓/↑
Adjust point of contact on the ball (for onside kicks only)	**L** button (push and hold) + Analog stick, then release **L** button and press Analog stick ↓/↑
Abandon kick/punt (after the ball is snapped)	⊗ button

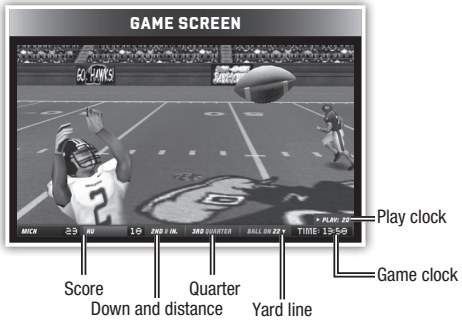
RETURNING KICKS/PUNTS	
Fair catch	△ button
Kneel in end zone	Stay in end zone

PLAYING THE GAME

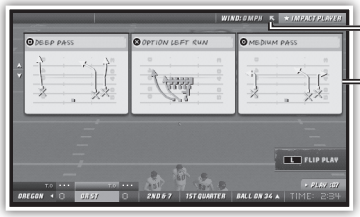
Whether you're at the helm of a collegiate powerhouse in Dynasty Mode™ or dominating the action with the easy-to-use control system in all-new Freshman mode, life on the college gridiron jumps to life like never before with *NCAA Football 09*.

User Profiles
Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves Dynasty Mode achievements and statistics to your Memory Stick Duo™.

GAME SCREEN



PLAYCALLING SCREEN



Wind strength and direction

Play windows

- Select a formation and play by cycling through the play windows. There are a number of running, passing, and special teams plays to choose from, plus a few trick plays.
- When in Advanced mode and in doubt of which play to choose on offense, ask Lee Corso for his advice on the next play by pressing the ■ button. In Freshman mode, the coach's offensive play pick is automatically highlighted for you in the playbook.
- To flip/reverse a formation or play, press the **L** button. To swap a package with different player personnel in Advanced mode, press the ● button.

NOTE: Special teams plays cannot be flipped.

MOMENTUM METER

Controlling momentum means controlling the game, and that's never been more important than in *NCAA Football 09*. Every game starts out with both teams holding even momentum, but starting with the opening kickoff it can shift on any given play. You must do more than score if you expect to win—you must keep momentum working in your favor with big plays (including trick plays) on offense, by punishing your opponent on defense with sacks, turnovers, and goal line stands, or by making big blocks with your special teams. The higher your momentum, the better your team plays.

IMPACT PLAYERS

Impact Players, indicated by a star shaped Impact Icon under the player, can change the game in a heartbeat. Be sure to key in on them during the biggest moments of the game.

If your Impact Player is struggling with an opponent, tap the **R** button for a second chance to either make or break the tackle.

NEW ACTION INDICATORS

Pay close attention to action indicators that pop up on-screen and assist you throughout the game. Whether you are trying to evade a defender as a running back in the open field or looking to find an open receiver as a quarterback with the defense in your face, action indicators can help you make it happen.

HOME FIELD ADVANTAGE

Life is tough when playing rivals on the road. The thunderous roar of the fans can be deafening as crowd noise makes signal calling nearly impossible to hear. If you are playing on defense at your home stadium, tap the **SELECT** button rapidly to pump up the crowd and make life miserable for your opponent. If you are playing on offense at home, tap the **SELECT** button to hush the crowd.

AUDIBLES

While playing in Advanced mode, call an audible at the line of scrimmage by pressing the ■ button + ✕ button, ● button, ■ button, **L** button, or **R** button. There are five preset audibles for both the offense and defense.

After calling an audible, the players realign and adjust to the new play selection.

- To cancel an audible, press the ▲ button.

NOTE: If you wish to alter your original audibles, you can change them from the Pause/In-game Strategy menu.

DEFENSIVE AUDIBLES	
Loose/Tight coverage in secondary	▲ button + Directional button ⬆/⬇
Line shift	**L** button + **R** button + ■ button
Linebacker shift	**L** button + **R** button + ✕ button

You can also change the coverage of an individual defender. First, tap the ● button until the desired player is highlighted, then use one of the following commands:

Blitz	**L** button + ✕ button
Zone	**L** button + ▲ button
Flat	**L** button + ● button
Spy	**L** button + ■ button

HOT ROUTES

Audible a specific player into a new route or assignment on offense by pressing the ▲ button, then press the corresponding button symbol of the receiver or back whose route (or pass blocking assignment) you want to change. Then, decide what you want that player to do by choosing one of the controls listed below. To call a Smart Route, press the **R** button once you've selected a receiver.

Fly pattern	Directional button/Analog stick ⬆
Quick hitch	Directional button/Analog stick ⬇
In/Out pattern	Directional button/Analog stick ⬅/➡
Slant pattern left/right (for receivers)	■ button/● button
Pass block left/right (for running backs/tight ends)	■ button/● button
In/Out flare left/right (for running backs)	Directional button/Analog stick ⬅/➡

NOTE: Smart Routes take existing routes and extend them to where the first down marker is, so if your selected play has a 5-yard out route and it's 8 yards for a 1st down, you can call a Smart Route hot route and the 5-yard out turns into an 8-yard out.

HURRY-UP OFFENSE

To run the no huddle, press and hold the △ button immediately after the whistle blows to repeat the previous play. To have the quarterback spike the ball, press and hold the ▣ button. To fake a spike, press and hold the ○ button.

NOTE: Hurry-Up Offense is only available in Advanced mode.

SAVING AND LOADING

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to your Memory Stick Duo™. All unsaved information will be lost otherwise. You can also save or load manually by accessing the Load/Save/Delete screen from the Main menu.

GAME MODES

DYNASTY MODE™

Become a national powerhouse and make a run for a championship every season over a 10-year span. Nab the top recruits in the land, strategize an unstoppable game plan, and dominate your opponents every Saturday. Transform your university into one of the most respected in college football. The program is in your hands.

DYNASTY MODE™ MAIN MENU

Preseason Options	Customize your schedule to your liking, and decided which players you want to redshirt for the upcoming season.
Play Week	Play or simulate games on the schedule, or choose to simulate the entire season.
In-Season Recruiting	You can now target a limited number of prep prospects before and during the season. As the season moves along, players let you know how they feel about your school. If they are still indecisive as the season progresses, or if you wish to finish off the deal, give them the attention they desire by adding to their recruiting points. Soon, they become available for campus visits. Don't wait too long—signing day arrives sooner than you think.
ESPN	View the Top 25 poll, see who is in the running for the Heisman, check out the list of All-American candidates, get a conference overview, and see which stadiums rank as the toughest 25 places to play.
ESPN.com	View season, career, and team stats, or look at rankings.
Coach Options	Choose your game strategy, view (or quit) your coaching position, and review your coaching report card.
Rosters/Playbooks	Adjust your team rosters or customize your playbook.
My NCAA®	View your trophy room and ESPN Instant Classics®, or check out the record book. You can also change settings and save.

DURING THE SEASON

You have one simple goal during the season: win the next game on the schedule. With all of the off-the-field activities that occur during the week, such as dealing with everyday player issues, in-season recruiting, and the ever-changing Top 25 Poll, don't lose focus on the task at hand. Learn to balance the workload.

INFRACTIONS

Maintaining a disciplined team is essential if you want to have a shot at the title. If one of your players commits an infraction, you can choose whether to take action. But be forewarned, your school may be penalized by the NCAA® if you choose to ignore rule breakers.

You can suspend players for a quarter, an entire game, or for the remainder of the season. Each action you take costs a certain number of Discipline Action Points. Be sure that you don't use too many points on minor infractions or you might not have enough left for more serious violations.

AFTER THE SEASON

After playing the final game on the schedule, hopefully in your case it was a major bowl game, your school may offer to extend your contract. If you're a hot coaching prospect, another school might offer you a better job as well. On the flip side, if you failed to reach the expectations of the school, you could lose your job.

THE OFFSEASON

Negotiate with players who are leaving the team early, recruit new talent, train your squad, cut players, and organize your depth chart. Once the paperwork is finalized, the new season begins.

RIVALRY GAME

Choose from a wide selection of college football's top rivalries and settle the score once and for all. An updated all-time series record for each rivalry shows which team has held the advantage over the years. Collect trophies as you take to the field and try to accomplish the most fulfilling part of college football—beating your rival.

MASCOT GAME

Unleash your school spirit in an action-packed, 11-on-11 mascot game as your favorite sideline heroes take the field and put their pride on the line. See if your mascots have what it takes to embarrass the opposition and give you something to cheer about.

You Played the Game. Now Play the Music.
EA Soundtracks and Ringtones
Available at www.ea.com/eatrax/

MULTIPLAYER

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode, and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other. Play head-to-head against other players within shouting distance. As long as you both have copies of *NCAA Football 09*, you are ready to hit the field.

NCAA FOOTBALL 09 WIRELESS

Back up the smack talk by challenging friends and rivals in Wi-Fi multiplayer games.

Play Now — Challenge a friend to a game of pure 11-on-11 football and see if you have what it takes to come out on top.

GAME FEATURES

PLAYBOOKS/AUDIBLES

Customize playbooks with up to 12 editable formations and set your audibles so you are completely prepared on game day.

TROPHY ROOM

Check out all the trophies that you've earned in Dynasty Mode and Rivalry games by going to the Trophy Room.

ESPN INSTANT CLASSICS

Check out all the amazing finishes and nail-biter games you've played.

RECORD BOOK

A collection of all the records: single-game records, school records, Dynasty records, and personal bests.

FBS ROSTERS

View and edit the roster of any Division-I school. You can also alter the depth chart and auto-name rosters.

FCS ROSTERS

View and edit the roster of any Division-II school. Like with the FBS Rosters, you can also alter the depth chart and auto-name rosters.

Settings
Adjust your settings for each of the following as well: Game Play, A.I., Penalty, Visual, Audio, System, and Control Options.

Load/Save/Delete
Go to the Load/Save/Delete screen to load, save, or delete files on your Memory Stick Duo.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty

209 Redwood Shores Parkway

Redwood City, CA 94065

Net BSD

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see http://www.scei.co.jp/psp-license/pspnet.txt

Package Cover Photography: Wire Images

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